NICKELODEON
BARNYARD™
INSTRUCTION BOOKLET
THQ
NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)

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GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the Nintendo GameCube™ Instruction Booklet. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the Barnyard Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

MEMORY CARD

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new Barnyard game file. Before starting Barnyard, a Memory Card check will occur. If there is no saved Barnyard data on the Memory Card, then a new save file needs to be created manually. If Barnyard game data already exists on the Memory Card, then the saved game will need to be loaded manually.

Please refer to the Nintendo GameCube™ instruction booklet for directions on how to format and erase Memory Card files.

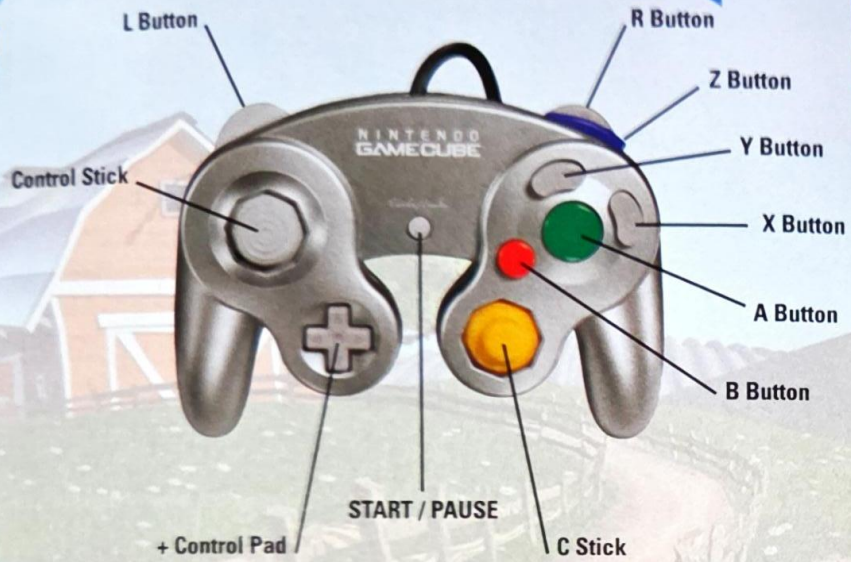
GAME PROFILES

In order to save and/or track your progress through the game, you will need to create or load a Game Profile. If a Memory Card is present the first time you load the game, you will automatically be taken to the Create Profile screen. If you insert the Memory Card afterward, you can access the Create Profile screen by selecting "New Game" and then selecting an empty game slot.

After selecting a save game slot, the intro movie will begin and you will be asked to choose a cow. Make selections by pressing the A Button. Use the B Button to go back. After entering your name with the directional buttons, select "OK" and press the A Button.

After you finish an event, you may choose to save your game via a prompt window. You may also manually save your game at any time via the Pause Menu or the Profiles screen.

CONTROLS



PLAYER CONTROLS

Control Stick +Control Pad	Move
A Button	Action
B Button	Jump
Y Button	Inventory
R Button	Squirt Milk
X Button	Sprint
L Button	Aim
START/PAUSE	Pause Menu
Z Button	Map
C Stick	Rotate Camera

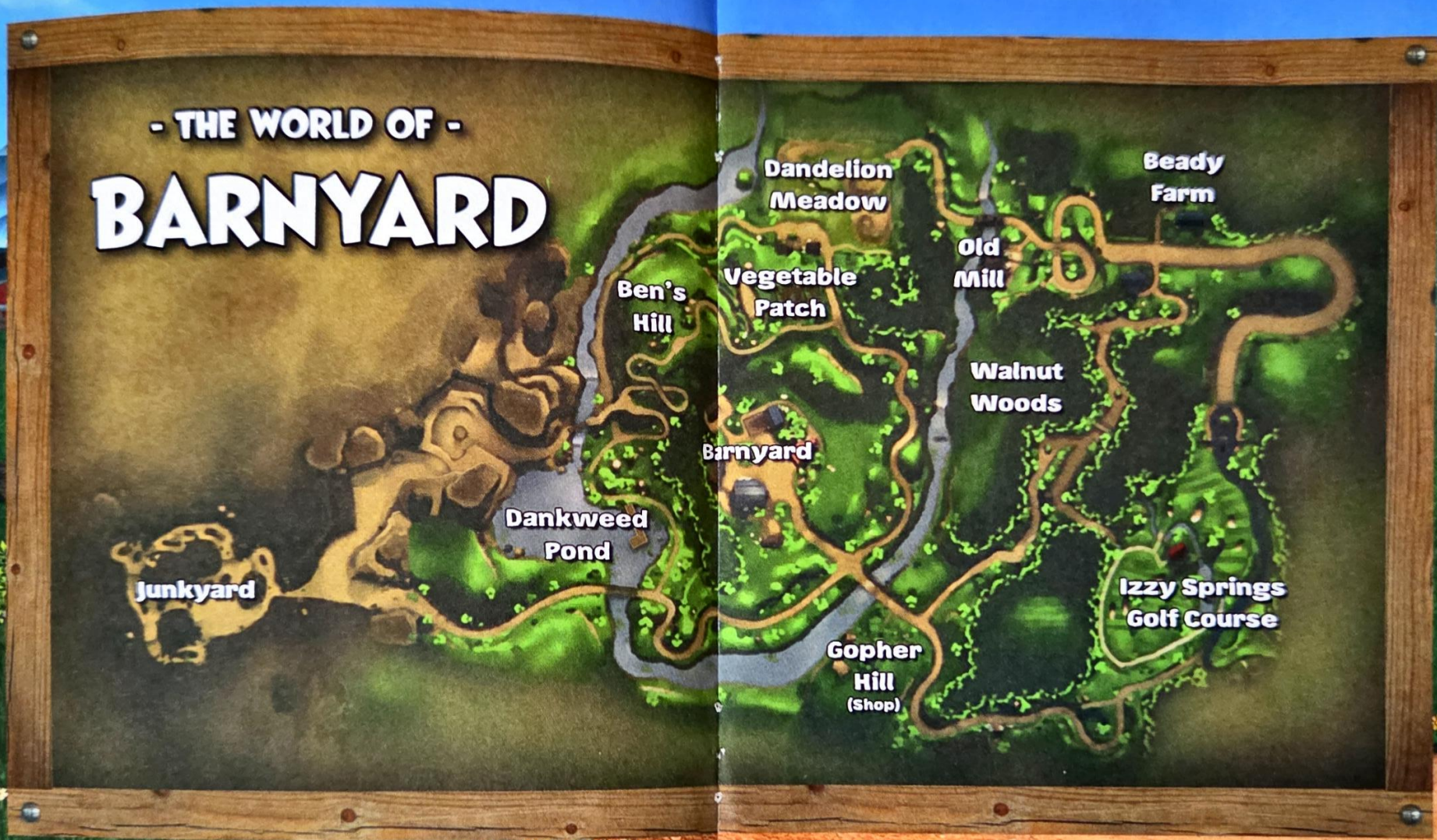
BIKE CONTROLS

Control Stick +Control Pad	Steer/Shift Weight
A Button	Accelerate
X Button	Brake
B Button	Jump
Y Button	Dismount
R Button	Sprint
START/PAUSE	Pause Menu
Z Button	Map
C Stick	Rotate Camera

WHEN THE FARMER'S AWAY

Straight from America's heartland comes a moving tale of friendship, adventure, and udder chaos! Welcome to the Barnyard, where animals rule and the barn-dances rock. Of course, as a member of the cow community, you'll be expected to pitch in, pull your weight, and party like the animal you are. So milk it for all it's worth with Otis, Miles, Pig, and the whole bovine brigade as they liven things up down on the farm while you bust a move to become a bonafide Barnyard hero!

MAP


- THE WORLD OF -
BARNYARD
Ben's Hill
Dandelion Meadow
Beady Farm
Old Mill
Vegetable Patch
Walnut Woods
Barnyard
Dankweed Pond
Junkyard
Izzy Springs Golf Course
Gopher Hill (Shop)

Main Menu

New Game - Create your very own Cow and begin a brand new Barnyard adventure!

Load Game - Return to any previously saved game.

Options - Adjust your Audio and Control settings.

Bonus - Unlock wild Barnyard concept art, movies, and more!

Antics - From Gopher Golf to Chasing Chicks, compete in an assortment of udderly exciting mini-games.

Missions

BARNYARD
HOW TO COMPLETE MISSIONS
Look for an animal with an exclamation mark icon.
Day missions must be completed before nightfall.
Night missions must be completed before dawn.
Pause the game and select OBJECTIVES if you need a reminder.
If you fail a mission, don't worry, you can try again tomorrow!
To find new missions, check your text messages and your map.
LOADING...

Missions drive the story forward. Throughout the game you will be asked to carry out a variety of different tasks, some more dangerous than others. One to three missions can be active at any given time, but you must complete all of them to finish the game and become a true Barnyard hero!

Game Screen

1) Clock - Shows the current time on the farm.

2) Stamina - More stamina means you are able to run for longer.

3) Milk Supply - Rich, creamy, and oh-so easy to squirt. Also great for blasting enemies, so keep them udders full!

4) Inventory - Keeps track of all your collected items, and stores other useful tools.

5) Gopher Bucks - How rich are you?

6) **Mission Objective** – Shows your current mission objective. (Just in case you forgot!)

7) **Mini-Map** – Lost? No problem. This handy-dandy map gives you an overview of the nearby area, including the location of your next mission.

PAUSE MENU

Press START at any time during gameplay to pause the game and access the Pause Menu.

Continue – Resume gameplay and get back to business.

Options – Access the Options Menu.

Objective – Uh... What was your mission again?

Quit – Exit the game and return to the Main Menu.

SAVING AND SLEEPING

When the game starts, Miles will show you your sleeping area. Sleeping restores your stamina, and passes time from night to day. You can also save your current game here.

ITEMS AND ENEMIES

Food – Can be found growing around the farm. You can use food for recipes and mocktails, sell to the gophers, or enjoy a quick snack to pick up your stamina.

Gopher Bucks – Used to buy equipment, food, and barn upgrades at the Gopher Underground. Save 'em up or spend 'em quick, it's up to you.

Cell Phone – Receive text messages from other characters about missions, mini-games, and barnyard parties!

Sunglasses – Get ready for a squirting frenzy! Just lock on a target and squirt away.

Milk Cans – Fill 'em up and shake 'em up! Make cream and butter the natural way.

Keys – Collect keys to open gates to brand new areas.

Map – Rummage around in your knapsack and find this helpful guide to the barnyard neighborhood.

Bike – Hop on for faster travel around the farm. Can also be used for racing.

Metal Detector – Locate buried objects and hidden secrets.

Crates – Break 'em open and reap the rewards!

Tree Notes – These secret messages just might help you on your mission.

Milkweed – These amazing botanicals grow into real-working ladders. Just plant, squirt, and start climbing.

Flower Pack – Ten flowers of the same type make a bunch. Ahh... Smell so good!

Gold Rush Machines – Feeling lucky? Go ahead and give 'em a spin.

Raccoons – These pesky rascals tend to keep their distance, but will attack if cornered.

Coyotes – These vicious critters seldom leave the junkyard. But when they do, beware their razor sharp claws!

Farmer – While the Farmer's away the cows will play... Just don't let him catch you in the act.

Recipe Rocks – X marks the spot. Turn these rocks over to uncover a tasty recipe for cooking or mocktails!

Cookbook – This book holds all of the recipes that you find under Recipe Rocks. Gather the right ingredients and head to the kitchen to get cooking!

Mocktails – Open this book to see the Mocktail recipes that you can make in the Night Barn.

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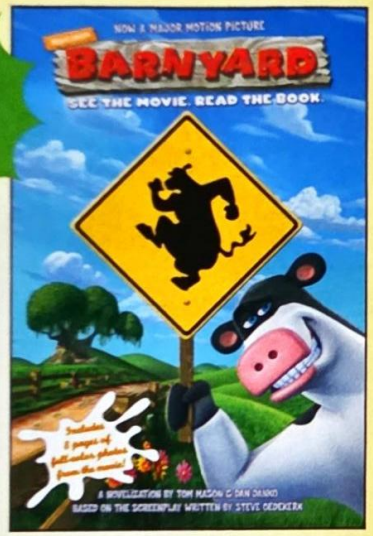
What happens in the barn stays in the barn . . .
and now you can read all about it!

NICKELODEON
BARNYARD

Includes an 8-page color insert!



Available wherever books are sold.

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BINK VIDEO

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- Fully customizable and upgradeable bending powers
- Epic adventuring – journey through the four great Nations of the Avatar world

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